Pending Claims under 37 C.F.R. § 1.121

Claim 1 - A method for gaming, the steps including:

enabling the gaming device upon receipt of a wager,

evoking chance means to produce a plurality of outcomes to be used in a plurality of concurrent games, at least one of said plurality of concurrent games having an ultimate winning outcome and a plurality of intermediate winning outcomes,

displaying said plurality of outcomes in said plurality of concurrent games,

comparing each of said plurality of outcomes for each of said plurality of concurrent games to said ultimate winning outcome,

triggering an event subsequent to said plurality of current games if any of said plurality of outcomes matches said ultimate winning outcome,

determining whether, if none of said plurality of outcomes matches said ultimate winning outcome, any of said plurality of outcomes matches any of said plurality of intermediate winning outcomes in any of said plurality of concurrent games,

awarding credits if any of said plurality of outcomes matches any of said plurality of intermediate winning outcomes,

continuing to evoke chance means to produce subsequent pluralities of outcomes until said ultimate winning outcome is produced or until said subsequent outcomes are no longer possible, and

saving a current set of said outcomes and said subsequent outcomes on encoded moveable media, said encoded moveable media dispensed to the player for later use.

Claim 2 - The method of claim 1 further including the step of producing randomly-generated numbers corresponding to a randomly-numbered playfield oriented in a row-and-column (RXC) matrix, and wherein said ultimate winning outcome consists of matching all of said randomly-generated numbers to said randomly-numbered playfield.

Claim 3 - The method of claim 2 further including the step of awarding the player for matching a subset of the numbers in said randomly-numbered playfield to said randomly-generated numbers if said ultimate winning outcome is not attained.

Claim 4 - The method of claim 1 further including the step of configuring said subsequent event to include the step of awarding credits.

Claim 5 - The method of claim 1 further including the step of configuring said subsequent event to include the step of awarding a plurality of complimentary items other than credits.

Claim 6 - The method of claim 1 further including the step of configuring said subsequent event to include the step of engaging in a subsequent gaming event.

Claim 7 - The method of claim 1 further including the step of configuring said subsequent event to include the steps of:

    awarding credits, and

    engaging in a subsequent gaming event.

Claim 8 - The method of claim 7 further including the step of configuring said subsequent gaming event to include the steps of:

allowing a player to select a subset of outcomes from a set of possible outcomes,

generating outcomes,

comparing said selected subset of outcomes with said generated outcomes, and

awarding credits according to a paytable for matches between said selected subset of outcomes and said generated outcomes.

Claim 9 - The method of claim 7 including the step of configuring said subsequent gaming event to include the step of simulating a racing event.

Claim 10 - The method of claim 2 further including the step of configuring said subsequent event to include the steps of:

awarding credits, and

engaging in a subsequent gaming event.

Claim 11 - The method of claim 10 further including the step of configuring said subsequent gaming event to include the steps of:

allowing a player to select a subset of outcomes from a set of possible outcomes,

generating outcomes,

comparing said selected subset of outcomes with said generated outcomes, and

awarding credits according to a paytable for matches between said selected subset of outcomes and said generated outcomes.

Claim 12 - The method of claim 10 further including the step of configuring said subsequent gaming event to include the step of simulating a racing event.

Claim 13 - The method of claim 3 further including the step of configuring said subsequent event to include the steps of:

awarding credits, and

engaging in a subsequent gaming event.

Claim 14 - The method of claim 13 further including the step of configuring said subsequent gaming event to include the steps of:

allowing a player to select a subset of outcomes from a set of possible outcomes,

generating outcomes,

comparing said selected subset of outcomes with said generated outcomes, and

awarding credits according to a paytable for matches between said selected subset of outcomes and said generated outcomes.

Claim 15 - The method of claim 13 further including the step of configuring said subsequent gaming event to include the step of simulating a racing event.

Claim 16 - The method of claim 3 wherein only a single player is involved.

Claim 17 - The method of claim 3 wherein a plurality of players may participate in concurrent gaming sessions in competition with each other.

Claim 18 - The method of claim 2 further including the step of forming said RXC matrix as a three dimensional array.

Claim 19 - A gaming device, comprising, in combination:

a display,

a processor operatively coupled to said display, including random output means appearing on said display, resulting in a plurality of outcomes applicable to a plurality of concurrent games,

means for comparing each of said plurality of outcomes to a set of winning outcomes for each of said plurality of concurrent games, said set of winning outcomes including, for at least on of said plurality of concurrent games, an ultimate winning outcome and a plurality of intermediate winning outcomes,

award means evoked if any of said plurality of outcomes matches one of said winning outcomes on any of said plurality of concurrent games, including means to trigger a subsequent gaming event if any of said plurality of outcomes matches said ultimate winning outcome,

continuance means for generating subsequent pluralities of outcomes, and

saving means to store the state of play on encoded moveable media, including means to dispense said encoded moveable media for use at a later time.

Claim 20 - A method for gaming, the steps including:

enabling the gaming device upon receipt of a wager;

evoking chance means to produce a plurality of outcomes to be used in a plurality of concurrent games, at least one of said plurality of concurrent games having an ultimate winning outcome and a plurality of intermediate winning outcomes,

displaying said plurality of outcomes in said plurality of concurrent games,

comparing each of said plurality of outcomes for each of said plurality of concurrent games to said ultimate winning outcome,

triggering an event subsequent to said plurality of current games if any of said plurality of outcomes matches said ultimate winning outcome, wherein said subsequent event comprises:

awarding credits, and

engaging in a subsequent gaming event, wherein said subsequent gaming event comprises:

allowing a player to independently select a subset of outcomes from a set of possible outcomes,

generating outcomes,

comparing said selected subset of outcomes with said generated outcomes, and

awarding credits according to a paytable for matches between said selected subset of outcomes and said generated outcomes;

determining whether, if none of said plurality of outcomes matches said ultimate winning outcome, any of said plurality of outcomes matches any of said plurality of intermediate winning outcomes;

awarding credits if any of said plurality of outcomes matches any of said plurality of intermediate winning outcomes;

continuing to evoke chance means to produce subsequent pluralities of outcomes until said ultimate winning outcome is produced or until said subsequent outcomes are no longer possible; and

saving a current set of said outcomes and said subsequent outcomes on encoded moveable media, said encoded moveable media dispensed to the player for later use.

Claim 21 - The method of claim 7 further including the step of configuring said subsequent gaming event as Keno.

Claim 22 - A method for gaming, the steps including:

enabling the gaming device upon receipt of a wager;

receiving from the player a target outcome, wherein the player chooses said target outcome independently of said gaming device;

generating outcomes;

comparing said generated outcomes with said target outcome; and

awarding credits according to a paytable, should said generated outcome match said target outcome.

Claim 23 - A gaming device, comprising, in combination:

a display;

a processor operatively coupled to said display, including random output means appearing on said display, resulting in a plurality of outcomes;

means for accepting a target outcome from a player, said target outcome chosen by the player independently of the gaming device;

means for comparing each of said plurality of outcomes to said target outcome; and

award means for awarding a player if any of said plurality of outcomes matches said target outcome.

Claim 24 - A gaming device, comprising, in combination:

a display;

a processor operatively coupled to said display, including random output means appearing on said display, resulting in a plurality of outcomes for a first gaming event;

means for transferring a subset of said plurality of outcomes for said first gaming event to a second gaming event that is concurrent;

continuance means for engaging said means for transferring outcomes to said second gaming event during a plurality of said first gaming events;

first award means for issuing awards according to said first gaming event; and

second award means for issuing awards according to said second gaming event.

Claim 25 - A gaming device, comprising, in combination:

a display;

a processor operatively coupled to said display, including random output means appearing on said display, resulting in a plurality of outcomes for a first gaming event;

means for playing a second gaming event concurrently with a plurality of said first gaming events; and

saving means to store the state of play on encoded moveable media, including means to dispense said encoded moveable media for use at a later time.